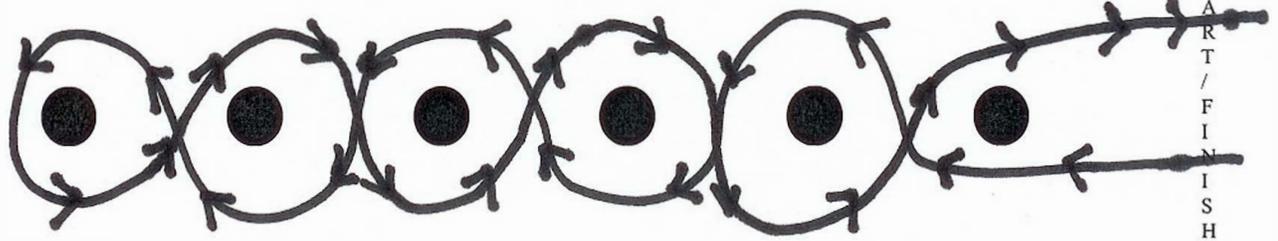


POLE BENDING

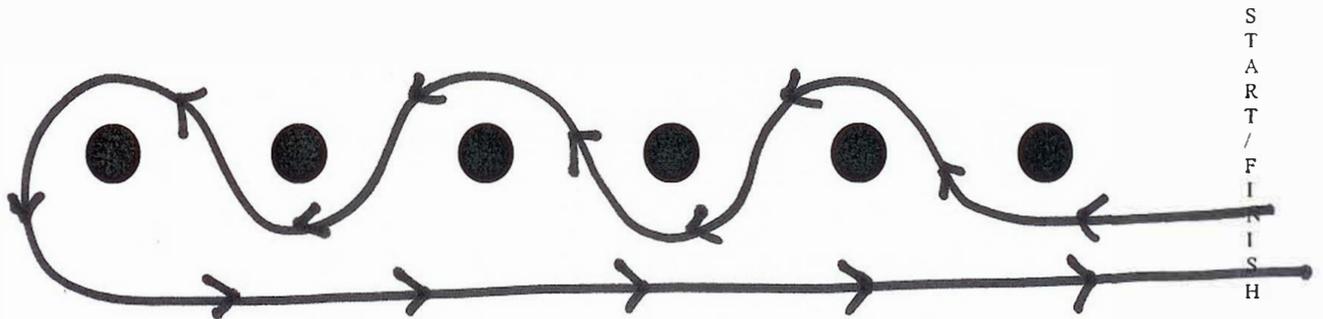
RED DIVISION (RIDING, HORSE RUNNING)
GREEN DIVISION (RIDING, HORSE WALKING)

- *No time limit.
- *Red Division: The contestant leaves the starting line and may turn either to the right or to the left of the first of six poles; runs the remainder of the weave pattern through the sixth pole. From the far end, contestant continues weave pattern back through to the first pole and across the finish line.
- *Green Division: The contestant leaves the starting line and may turn either to the right or the left of the first of six poles and then run the remainder of the pattern accordingly. From the far end, contestant brings back to finish line.
- *The standard pole bending pattern shall be used.
- *Each contestant will run in two go-rounds. Contestants must participate in both GoRounds #1 and #2 to qualify for Sunday Finals.
- *A five (5) second penalty shall be added to the ending time for each pole knocked over or missed during the run. Additional penalties may be given if contestant requires more than verbal assistance through the event pattern.

RED:



GREEN:



TRAIL COURSE

GREEN DIVISION (RIDING, HORSE WALKING)
YELLOW DIVISION (ON FOOT, LEADING HORSE)

- *No time limit.
- *Each contestant will run in two go-rounds. Contestants must participate in both GoRounds #1 and #2 to qualify for Sunday Finals.
- *Contestants will ride/lead horse through an obstacle course with at least 4 obstacles in the fastest time possible.
- *Penalties may be given if contestant requires more than verbal assistance through the event pattern.

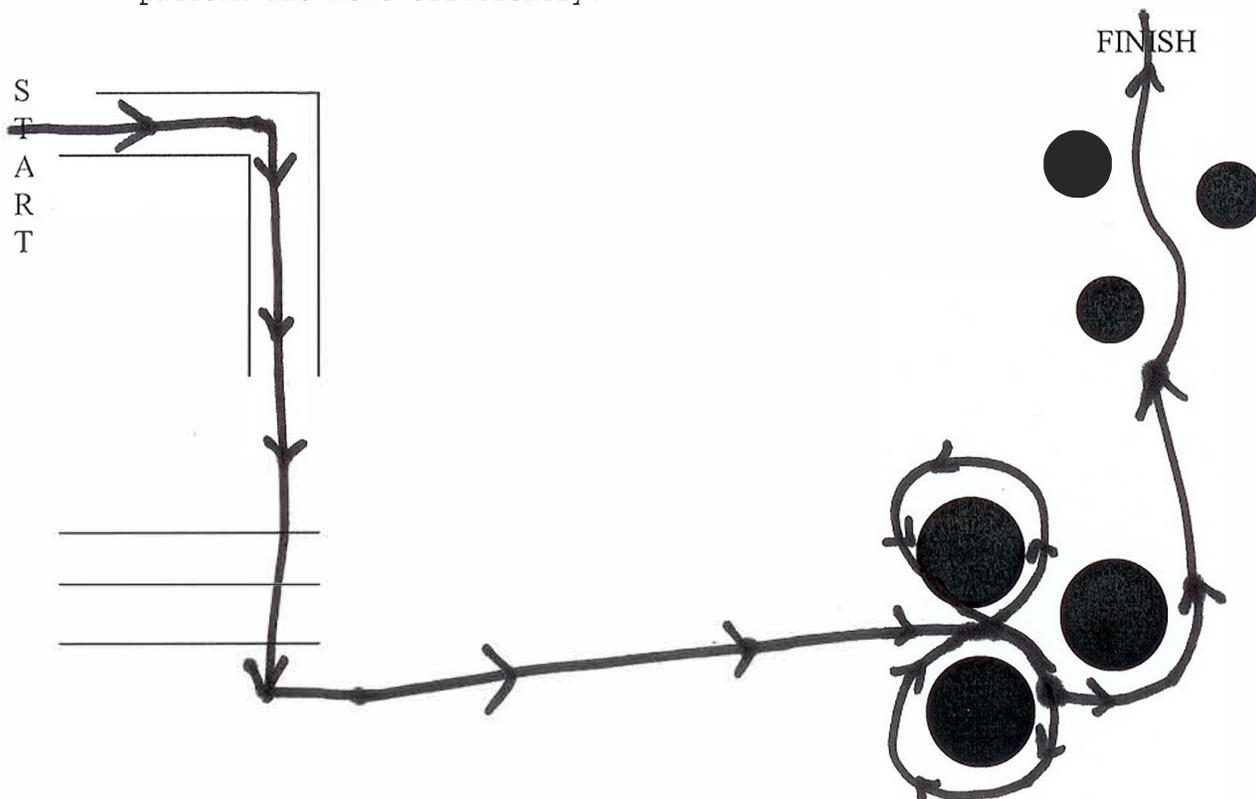
DESCRIPTION OF COURSE (NOT NECESSARILY IN THIS ORDER):

1. Walk through the L shaped obstacle. Pointer: Do not walk outside of the barriers; this will cause penalty.
2. Walk over the logs. Pointer: Walk in a straight line over all the logs; prefer to walk down the center.
3. Walk around the cloverleaf pattern - make one right turn around the first barrel, one left turn around the second barrel and to the third barrel and a left turn around it (third barrel), then proceed in a straight line between barrels #1 and #2. Pointers: Any variations of the pattern will result in a penalty. Smoothness of pattern will help in the overall time.
4. Weave between the pylons (can start on either side) - pattern then completed.

Participants will be rated 1 (low) to 10 (high) on:

- Participant's approach to the horse
- How well the participant is controlling the animal in leading (yellow) or riding (green)
- How they performed on the course (judged on each individual obstacle)
- Smoothness of overall pattern

This is not a total emphasis on speed. An attempt to balance the scoring system has been made so those that are very physically handicapped and can not move as quickly still have a fair chance in the competition if they understand the pattern and move efficiently.



SHOWMANSHIP

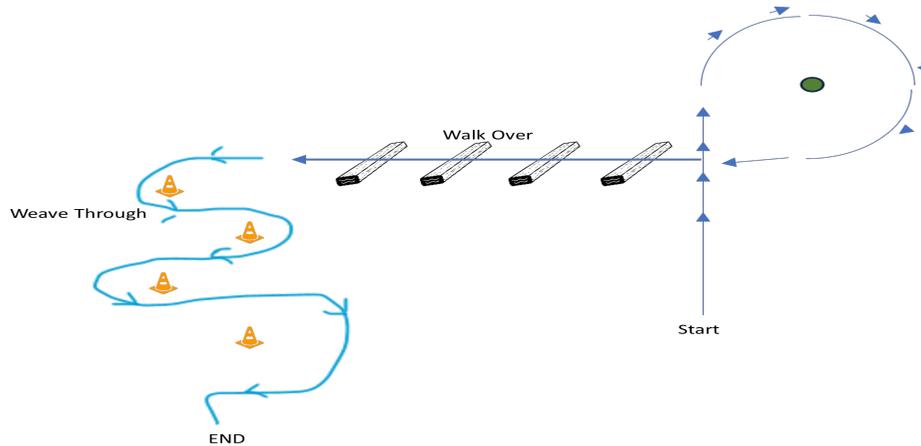
YELLOW DIVISION

*No time limit.

*Showmanship will be judged on contestant's willingness to approach the horse, ability to lead the horse, ability to guide the horse while walking (contestant) and ability to execute the maneuvers of the pattern. Points will be awarded. One judge will judge the complete Go-Round.

*Each contestant will run in two Go Rounds. Both Go Rounds will be completed consecutively while at the event area. Contestants must participate in both Go Rounds #1 and #2 to qualify for Saturday Finals.

*Penalties may be given if contestant requires more than verbal assistance through the event pattern or if they deviate from the layout of the pattern.



GOAT TIE

GREEN & YELLOW DIVISIONS

*Each contestant will run in two go-rounds. Contestants must participate in both GoRounds #1 and #2 to qualify for Sunday Finals.

*Upon a starting signal, contestants will race to a designated hitch where they will tie ribbon on the goat's tail, then throw up hands in the air.

*Time is called when contestant raises hands into air.

*Penalties may be given if contestant requires more than verbal assistance through the event pattern.

BUCKING MACHINE

GREEN & YELLOW DIVISIONS

*Time limit: 8 seconds

*Each contestant will run in two go-rounds. Contestants must participate in both GoRounds #1 and #2 to qualify for Sunday Finals.

*Rider rides bucking machine for duration of time limit; kicks both legs simultaneously for more points.

*Judges will award points based on the rider's ability to:

*Mount machine by self

*Ride with one hand in air

*Control, timing, and ability to kick in rhythm

*One judge for complete Go-Round

*In Green Division, machine will go back and forth, turning only one direction.

*In Yellow Division machine will only go back and forth.

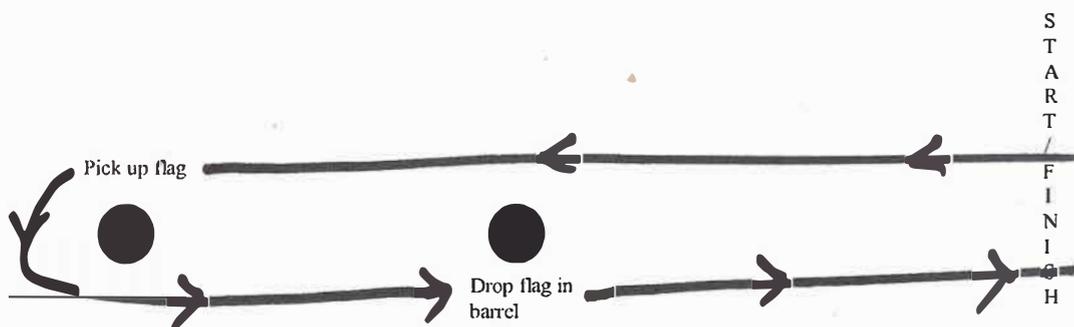
*Penalties may be given if contestant requires more than verbal assistance through the event pattern.

FLAG RACE

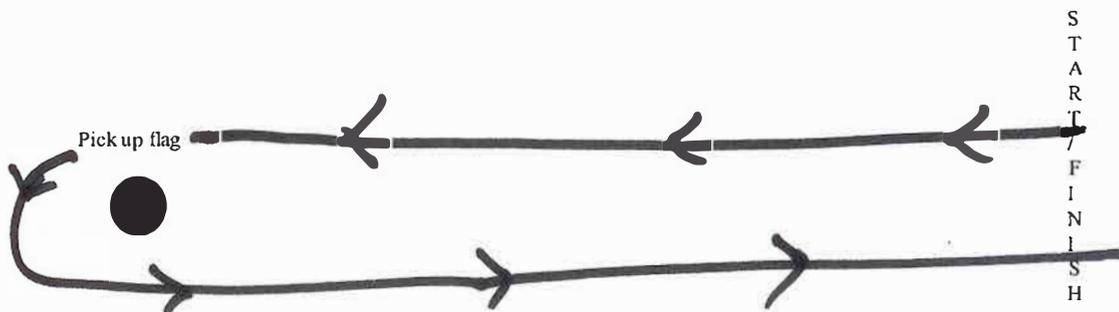
RED DIVISION (RIDING, HORSE RUNNING)
GREEN DIVISION (RIDING, HORSE WALKING)
YELLOW DIVISION (ON FOOT, LEADING HORSE)

- *Contestants leave the starting line.
- *Red Contestants go to the far end to barrel with bucket containing flag, retrieve flag, come back to the empty barrel, and drop flag into barrel to stop time.
- *Green & Yellow Contestants go to the far end to the barrel with bucket containing flag, retrieve flag, and go back across finish line to stop time.
- *Each contestant will run in two go-rounds. Contestants must participate in both GoRounds #1 and #2 to qualify for Sunday Finals.
- *A five (5) second penalty will occur for dropping flag before reaching empty barrel/finish line. Additional penalties may be given if contestant requires more than verbal assistance through the event pattern.

RED:



YELLOW AND GREEN:



BARREL RACING

RED DIVISION (RIDING, HORSE RUNNING)
GREEN DIVISION (RIDING, HORSE WALKING)
YELLOW DIVISION (ON FOOT, LEADING HORSE)

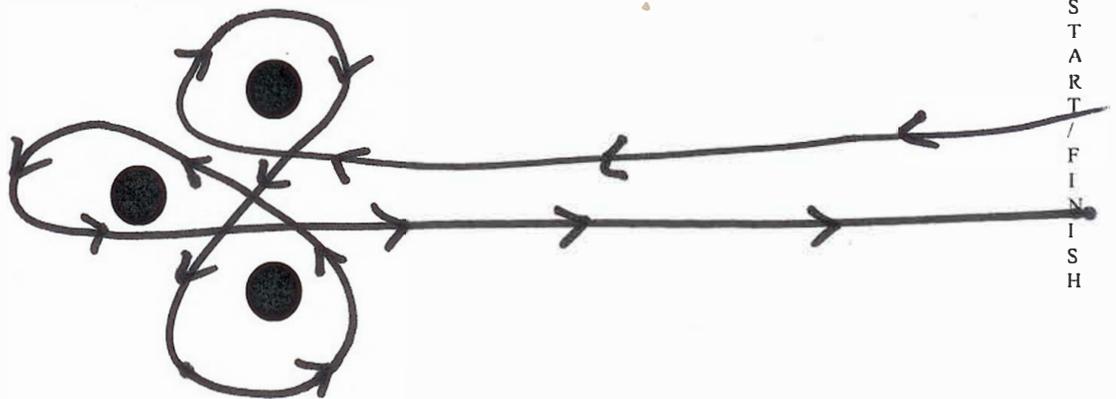
*Contestant leaves the designated starting line.

Contestant may go right or left around the first barrel, but must make the first turn to the right and then two turns to the left, or first turn to the left, then two turns to the right, then race back to the starting line.

*The standard cloverleaf barrel race pattern shall be used.

*Each contestant will run in two go-rounds. Contestants must participate in both GoRounds #1 and #2 to qualify for Sunday Finals.

*A five (5) second penalty for each barrel knocked over or missed during the run. Additional penalties may be given if contestant requires more than verbal assistance through the event pattern.



KEY HOLE

RED DIVISION (RIDING, HORSE RUNNING)
GREEN DIVISION (RIDING, HORSE WALKING)

- *Each contestant will run in two go-rounds. Contestants must participate in both GoRounds #1 and #2 to qualify for Sunday Finals.
- *Contestants will leave the starting line.
- *Contestants will race between the poles, turn their horse around, back between the poles, and across the finish line.
- *A five (5) penalty will be given for each pole knocked over, or for not going up through/coming back through the poles. Additional penalties may be given if contestant requires more than verbal assistance through the event pattern.

